

ONLY  
FOR



NINTENDO  
GAMECUBE.

# SUPER MONKEY BALL



EmuMovies



SEGA



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

#### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

#### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

#### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

#### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

#### **CAUTION - Laser Device**

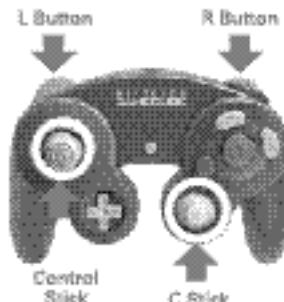
The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

#### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



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**THIS GAME SUPPORTS  
ALTERNATING GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



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# How to Play



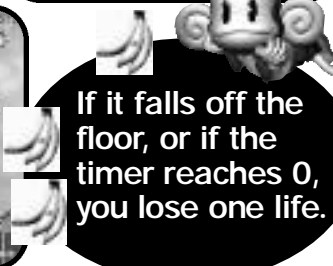
# Controls



Roll the ball with the monkey inside it toward the goal!



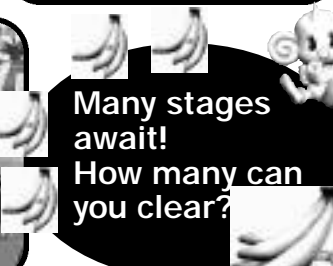
If it falls off the floor, or if the timer reaches 0, you lose one life.



you pick up 100 bananas lying on the stage, you gain one life!



Many stages await!  
How many can you clear?



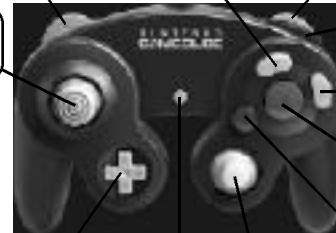
## Menu Screen Controls

L Button

Y Button

R Button

Control Stick  
Menu Selection



Z Button

X Button

A Button

Enter

B Button

Cancel

+ Control Pad

START/PAUSE

C Stick



## Game Controls

Basically, all you have to do is roll the ball with the monkey inside it with the Control Stick! Tilt the floor by moving the Control Stick, and the ball will roll with the tilt of the slope.



\*Special controls for each mode are described along with the directions for each mode.



# Starting the Game



After pressing the START/PAUSE on the Title Screen, select between "Game Start" and "Options" (P.7). You can end the opening demo at any time by pressing the START/PAUSE.



## Select a Game to Play

After selecting "Game Start," you must select a game to play. Next, select a mode/game.



### Main Game

Roll the ball with the monkey inside it toward the goal as fast as you can!

#### Normal Mode

**1-4 Players****Alternating**

This mode is the same as the arcade game version of "Monkey Ball."

#### Practice Mode

**1 Player**

Select any stage that you've already played and practice it as many times as you like.

#### Competition Mode

**2-4 Players****Simultaneous**

The game screen is divided up so that everyone can compete against each other at once.

### Party Games

One to four people can enjoy gameplay together!

#### Monkey Race

**1-4 Players****Simultaneous**

Roll the ball in a high speed race against the other players!



# Starting the Game

### Monkey Fight

**1-4 Players****Simultaneous**

Punch the other players until they fall off the stage.

### Monkey Target

**1-4 Players****Alternating**

Take turns launching off a ramp and landing on various targets for points.

### Mini-Games

There are 3 Mini-games, which you unlock with points received during 1 play-er games in Normal Mode.

### Monkey Billiards

**1-2 Players****Alternating**

Play a version of the billiards game "Nine Ball."

### Monkey Bowling

**1-4 Players****Alternating**

Enjoy a nice game of bowling.

### Monkey Golf

**1-4 Players****Alternating**

Play an 18-hole game of mini-golf.

### NOTE!

When 2 or more players play a "Simultaneous" game, you need one controller for each player. For "Alternating" games, however, you only need one controller.



## Options

Select which option you want to change the settings for, then press the A Button. You can change the settings when the screen changes. Press the B Button to finish changing options.



### ● Replay

Here you can view replays saved from the Main Game's Normal or Practice Mode, as well as manage your replay data. See P.15 for more details.







# Starting the Game



## ● Play Points

Here you can view information about the Play Points you have earned in the Normal Mode, and the types of Mini-Games you have earned with your Play Points. The maximum number of Play Points you can earn is 9,999.



## ● Rankings

Here you can view rankings for each mode. Just select the game to view rankings for.



## ● Sound

Switch sound between Stereo and Mono.

## ● Split Screen

Make settings for how the screen is divided for 3 player games. "Live" lets you view each player's game from different angles.



## ● Controllers

### Control Stick adjustment

Make sure that the Control Stick's neutral position is accurate. If you can draw the square, it doesn't need fixing. If it's off center, disconnect your controller and then reconnect it, making sure not to touch the Control Stick.



### Rumble Feature

Turn the Rumble Feature ON/OFF.

## ● Game Data

Here you make settings for saving, auto-saving, or loading game data to and from the Nintendo Game Cube™ Memory Card. Game data includes Option settings, high scores, etc.



### NOTE!

In order to save Game Data to the Memory Card in Slot A, at least 3 blocks of memory must be available. Even if you want to write over Game Data already saved, 3 other separate blocks need to be free. Also, when you save after a "Return to Beginning," the previous Game Data will be erased and written over, so use caution (especially when auto-save is turned ON).

# Main Game



## Before Starting the Game

Steps for starting the game are shown below. Use the A Button to input your selection, or the B Button to move one step back.

### Competition Mode

Number of Players

Character Select

Stage Select

Gameplay Settings

### Normal Mode

Number of Players

Character Select

Level Select

### Practice Mode

Character Select

Stage Select

Normal Competition

## ● Number of Players

Set the number of people who will be playing. In Normal Mode players take turns, and in Competition Mode they play together.



Normal Practice Competition

## ● Character Select

Press the A Button on your controller to determine your character.



Normal

## ● Level Select

Select between "Beginner," "Advanced," and "Expert." Start off on "Beginner," because "Expert" is only for serious challengers!





# Main Game



## Practice Competition

### ● Stage Select

Select the stage to play. In Competition Mode, you must first decide how many stages will be played, then which stages will be played.



After selecting "Beginner," "Advanced," or "Expert," press left or right to see courses for each level, then press down to select a course number.

## Competition

### ● Gameplay Settings

Select "Change Settings" to alter the conditions for receiving bananas. When you are done making settings, select "Game Start" to begin play!



### "Bananas"

This is the number of bananas received for coming in 1st, 2nd, etc.

### "Consecutive win bonus"

This sets whether or not there is a bonus for consecutive wins.

### "Stage Bananas"

This sets whether or not there are bananas on the stage.



## Viewing the Screen

This is the screen for Normal Mode, but screens for all modes are basically the same.

Score

Number of Bananas

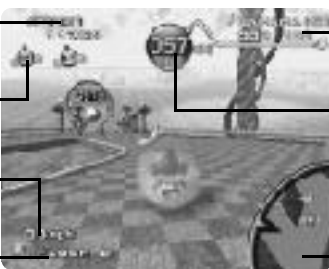
Monkeys Remaining

Time

Speed

Stage Number

Map



# Main Game



## Time

This is the time remaining. You'd better reach the goal before it reaches 0!

## Score

Your score increases for picking up bananas and reaching the goal quickly.

## Number of Bananas

This is the number of bananas you've picked up. You get an extra monkey for every 100 bananas, so pick up as many as you can!

## Map

This is the map for the current stage. The map is shown only in Normal and Practice Mode.



## Controls

### Control Stick

Use to roll ball (tilt floor) in any direction.

### A Button

Change the size of the map display. (Normal and Practice Mode only)

### START/PAUSE

Display the Pause menu (P.14).



## Normal Mode Play

Roll the ball with the monkey inside it toward the goal. Along the way there will be many delicious bananas, so pick up as many as you can!

### ● Gaining Extra Lives with Bananas

There are bananas scattered about each of the stages, so pick up as many as you can. When you've picked up 100 bananas, you earn an extra life.





## Main Game

### ● Losing Lives

You lose one life when you fall off the floor, or if the timer reaches 0.



### ● Game Over

When you lose all your monkeys, the game is over. You can continue the game if you answer "Yes" on the Selection screen. If your score is high enough to enter the rankings, you can input your name.



## Practice Mode Play

Select any stage to practice on from those you have already played in the Normal Mode. You can practice these stages as many times as you like, so you can master difficult stages, then go on to play them in other modes.

### ● Play Over

There is no such thing as Game Over in Practice Mode. If you roll off the floor or if the timer reaches 0, the stage will be played again.



### ● Ending Games in Practice Mode

If you want to practice other stages or finish playing, press the START/PAUSE to display the Pause menu. See P.14 for more details.



## Main Game



## Competition Mode Play

Compete against other players!

The number of bananas grabbed determines who wins and loses.

If you are the first to get to the goal, you will receive lots of bananas.

### ● Losing a Life...

You can fall off the floor any number of times, but you must start from the beginning of the stage each time.



### ● Completing Stages

Gameplay continues until player order is fully determined or the timer reaches 0. Do everything you can to be number 1!



### ● Final Results

When the stage you have selected to be the final stage has been completed, the number of bananas collected by each player will be displayed. Player order will be determined by this number.







# Main Game



## ● Pause Menu

Press the START/PAUSE during gameplay to display the Pause menu. Select an option within the menu, then press the A Button.

Press the START/PAUSE again to return to the game.



### Normal Practice Competition

**“Continue game”**

Continue game.

**“How to play”**

Display game directions.

**“Exit game”**

End play on that Mode.

**“View stage”**

View the entire stage.

You can view the entire stage by moving the camera around with the Control Stick, and change the direction it points (up/down/left/right) with the C Stick.



### Normal Practice

**“Save Replay”**

You can save replays for viewing after you finish the stage.

### Practice

**“Retry”**

Play that stage again from the very beginning.

**“Stage Select”**

Return to the Stage Select screen.

# Main Game



## ● Replays

If you press the START/PAUSE either during replay playback or before beginning the next stage, “Save Replay” will be added to the Pause menu. This option allows you to save replay data.



**\* 2-13 blocks of data for each replay must be available on the Memory Card inserted into Slot A. You cannot save unless the required memory is available.**

## Viewing Replays / Erasing Replay Data

First select “Replay” in “Options.”

When you select a specific replay from the list of those saved on the Memory Card, the following menu will be displayed.

**“Watch”**

Select this option to view the replay. During replay playback, press the + Control Pad  $\leftrightarrow$  to switch camera viewpoints, the X Button to pause the replay, and the A Button to slow down the replay when paused. Use the B Button to end replay.

**“Delete”**

Select this option to erase the selected replay. Use this option to erase replays from the Memory Card when it fills up.





# Party Game



# Monkey Race



## Monkey Race

### ● Select Mode

Select from among 3 modes for play.



#### One-Course Race

1-4 Players

Simultaneous

Select a course and compete against all players at once.

#### Grand Prix

1-4 Players

Simultaneous

Race on all courses. The player with the most points wins!

#### Time Attack

1 Player

Compete to finish the course with the fastest time!



## Before Starting the Game

Steps for starting the game are shown below. Use the A Button to input your selection, or the B Button to move one step back.

### One-Course Race

Number of Players

Character Select

Course Select

Gameplay Settings

### Grand Prix

Number of Players

Character Select

Gameplay Settings

### Time Attack

Character Select

Course Select

### One Course Race

### Grand Prix

### ● Number of Players

Set the number of people who will be playing. When 2 or more players play, you need one controller for each person.

### One Course Race

### Grand Prix

### Time Attack

### ● Character Select

Press the A Button on your controller to determine your character.

### One Course Race

### Time Attack

### ● Course Select

Select from among 6 courses. "Beginner," "Advanced," and "Expert" levels each have 2 courses.



### One Course Race

### Grand Prix

### ● Gameplay Settings

Select "Change Settings" to alter the conditions for the race. When you are done making settings, select "Game Start" to begin play!



### One Course Race

### Grand Prix

"COM"

This lets a computer player join. This option is always ON when there is only 1 player.

"Handicap"

The player in last place receives a boost in speed.

"Items"

Item boxes appear.

### One Course Race

"Number of laps"

This is the number of laps in each race.



# Monkey Race



## Viewing the Screen

This is the screen for the One Course Race, but screens for all modes are basically the same.

Lap Number

Lap Time

Map



Rank

Speed

Time

Items

### Time

This is the time remaining. It counts down, but is replenished when you complete a lap. Reach the goal before the timer falls to 0!

### Items

This shows the items you have picked up in order. You can use the item on the very bottom, and you can hold up to 3 items.



## Controls

**Control Stick**  
**A Button**  
**START/PAUSE**

Use to roll the ball in any direction.  
Use an item.  
Display the Pause menu (P.22).

# Monkey Race



## ● Items

There are item boxes with a "?" above them scattered throughout the course. Roll over these to pick them up. You can use items you've picked up in the order you picked them up with the A Button.

You can hold up to 3 items at one time. When you pick up a 4th item, the item at the bottom of your list will automatically be dropped.

\* When the "Items" option is turned ON in the Gameplay Settings.



## Types of Items



### Speed Star

Increases your speed for a limited time.



### Banana Peel

You can leave banana peels on the ground to slip up your opponents.



### Bowling Bomber

Roll bombs at your opponents and watch them explode.



### Polygon Ball

Your opponent's ball changes shape for a limited time.



### Ice Cube

Freeze your opponents for a limited time.



# Monkey Race



# Monkey Race



## One Course Race

Pick a course and race on it! Use your items to gain an advantage and come in first.

### ● Course Out

If you fall off the course, you have to restart from the same location. This results in a large time loss, so be careful not to fall off.



### ● Retire

When you play a 1 player game, you must retire when the timer reaches 0.



### ● End of Race

Once the rankings for all players are determined, the race ends and the results are displayed.



## Grand Prix Play

Race on all courses. The player with the most points wins! Even if you lose one race, you can always make up for it on the next one!

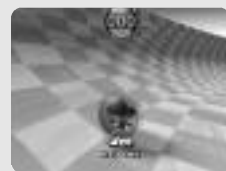
### ● One Race at a Time

Once the race completion order for all players has been determined, the race results are displayed, and the next race takes place. Players receive more points for higher rankings.



### ● Retire

When you play a 1 player game, you must retire when the timer reaches 0 and go on to the next race.



### ● Final Results

Once all races have been completed, the final rankings will be determined by the total number of points for each player.



## Time Attack Play

Select any course you like and vie for the best time!

### ● Items

There are no item boxes, but you start out with 3 Speedster items from the very beginning. Use them wisely to achieve a faster time than your opponent's record.



### ● Retire

There is a time limit for Time Attack. When the timer reaches 0, you are forced to retire without even registering a speed record, so be careful!



### ● End of Race and Name Entry

The race results are displayed when you reach your goal. If your time is fast enough to enter the rankings, you can enter your name.





# Monkey Race

## ● Pause Menu

Press the START/PAUSE during gameplay to display the Pause menu. Select an option within the menu, then press the A Button.

Press the START/PAUSE again to return to the game.



### One Course Race

“Continue game”

“How to play”

“Exit game”

### Grand Prix

Continue game.

Display game directions.

End play on that Mode.

### Time Attack

### One Course Race

“Retry”

### Time Attack

Repeat the same race (1 player only).

## Monkey Fight



### Before Starting the Game

Steps for starting the game are shown on the right. Use the A Button to input your selection, or the B Button to move one step back.

Number of Players

Character Select

Stage Select

Gameplay Settings

## ● Number of Players

Set the number of people who will be playing. When 2 or more players play, you need one controller for each person.

## ● Character Select

Press the A Button on your controller to determine your character.



# Monkey Fight



## ● Stage Select

First select the number of rounds won needed to win, then select the stage order.



## ● Gameplay Settings

Select “Change Settings” to change settings for the computer player and determine if you want a computer player to play (always ON for 1 player games). When you are done making settings, select “Game Start” to begin play!



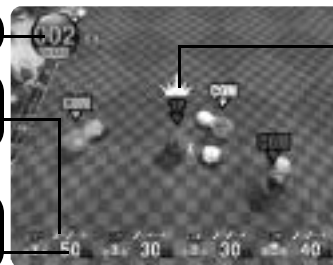
### Viewing the Screen

Time

Rounds Won

K.O. Points

Champion



### Controls

Control Stick  
A Button  
START/PAUSE

Use to roll the ball in any direction.  
Punch/Return to stage.  
Display the Pause menu.

\*The Pause menu contains the “Continue game,” “How to play,” and “Exit game” options. See P.22 for more details.





# Monkey Fight



## Monkey Fight Play

You receive points for knocking them off the stage. The player who earns the most points wins the round.

### ● Points

You earn points when you punch other players off the stage. You earn extra points when you punch the highest-scoring player, or Champion, off the stage. If you fall off the stage on your own, everyone else receives points.



### ● End of Round

When the timer reaches 0, the player with the most points is declared the winner of that round.



### ● End of Game

The first player to win the pre-set number of rounds emerges the winner. If there are 2 or more monkeys who reach this number of rounds at the same time, a sudden death match is held.



### ● Items

Once in a while, item boxes will fall onto the stage. Punch the boxes to release the item inside. If you manage to grab the items, your punches gain more power!



# Monkey Fight

## Types of Items



### Long Punch

The length of your punches increases, making it possible to connect with far away opponents.



### Big Punch

The size of your glove increases, making it easier to hit opponents.



### Spinning Punch

If you hold down the A Button, you'll become a punching whirlwind, delivering powerful blows to all those around you.

## Monkey Target



## Before Starting the Game

Steps for starting the game are shown on the right. Use the A Button to input your selection, or the B Button to move one step back.

Number of Players



Character Select



Gameplay Settings

### ● Number of Players

Set the number of people who will be playing. Players take turns, so you only need 1 controller.

### ● Character Select

Press the A Button on your controller to determine your character.



# Monkey Target



## ● Gameplay Settings

Select "Change Settings" to change various settings. When you are done making settings, select "Game Start" to begin play!



- Number of rounds** This is the number of rounds in the game.
- Help Items** Whether or not you can use Help Items.
- Wheel of Danger** Whether or not you spin the Wheel of Danger.



## Viewing the Screen

Wind Direction and Strength

Radar

Altitude Meter

Speed

Score

Help Items

Round Number

## Radar

You are at the center of the radar, and the blips on the radar surrounding you represent landing targets.



## Controls

- Control Stick** **Pre-Flight:** Roll the ball.  
**During Flight:** ↑ to lower altitude, ↓ to raise altitude, and ←→ to turn left and right.
- A Button** Switch between Flight and Landing Modes, and stop the Wheel of Danger.
- START/PAUSE** Display the Pause menu.

\*The Pause menu contains the "Continue game," "How to play," and "Exit game" options. See P.22 for more details.

# Monkey Target



## Monkey Target Play

Compete with other players by flying through the sky and landing on targets to win points. Points earned for landing on targets changes with the level of difficulty of the target.

## ● Taking Flight

Roll the ball to jump off of the take-off ramp, then press the A Button to split the ball and convert to Flight Mode.

When you are approaching a target, press the A Button once more to close the ball and enter Landing Mode. The Control Stick no longer works in Landing Mode.

You earn the points for a specific target if you land on the target safely. These points are added to your total score. If you fall into the sea or land while still in flight mode, you receive 0 points, so use caution!

## ● Help Items

If you grab the bananas floating in the sky or on the targets, you earn the right to use Help Items in the next round. The type of Help Items changes with each banana you grab.

You must decide whether or not to use Help Items before starting the game. Once you use an item, it disappears.

\* To use Help Items, switch the "Help Items" option ON in the Gameplay Settings.





# Monkey Target



## Types of Items



### Wind 0 mph

You can fly more easily with no wind.



### Brake Ball

This puts the brakes on your ball after you land, controlling its roll.



### Double Score

This gives you double points for all targets you land on.



### Sticky Landing

This will cause your ball to land exactly on target in landing mode.



### Triple Score

This gives you triple points for all targets you land on.

## ● Wheel of Danger

If you switch the "Wheel of Danger" option ON in the Gameplay Settings, the Wheel of Danger will spin before every flight. Use the A Button to stop the wheel. Whichever obstacle you land on will be in effect for that round.



### Safe

No traps for that round.



### Smoke Screen

Vapor-like clouds instantly appear to hide the targets.



### Spiked Ball

Spiked balls will float in the air. Fly into them and you're history!



### Big Bomb

Bombs are placed on the targets. If you hit them, you'll be blasted away!

# Mini-Games



## ● Bananas

If you grab bananas, you receive both Help Items and extra points: 10 points for each banana and 20 for each bushel.



## ● End of Game and Name Entry

Once you have completed the preset number of rounds, your score is determined by what place you have come in. If your score is high enough to enter the rankings, you can enter your name.



# Monkey Billiards

## ● Mode Selection

Select between the following 2 modes.



### VS. Mode

### 1-2 Players

### Alternating

Play against the computer or another player in a game of "Nine Ball."

### Tournament Mode

### 1 Player

Play a sudden death tournament against 4 computer characters.



# Monkey Billiards



## Before Starting the Game

Steps for starting the game are shown below. Use the A Button to input your selection, or the B Button to move one step back.

### VS. Mode

Number of Players

Character Select

Gameplay Settings

### Tournament Mode

Character Select

Gameplay Settings

#### VS. Mode

### ● Number of Players

Set the number of people who will be playing. Players take turns, so you only need 1 controller.

#### VS. Mode Tournament Mode

### ● Character Select

Press the A Button on your controller to determine your character.

For VS. mode, select the computer's character, as well. Each computer character has its own strengths and weaknesses.



#### VS. Mode Tournament Mode

### ● Gameplay Settings

Select "Change Settings" to change various settings. When you are done making settings, select "Game Start" to begin play!



**Number of Sets** Set the number of sets in each game.  
**COM level** Set the computer player's ability (not valid for 2 player games).



# Monkey Billiards

## Viewing the Screen

### View Mode

Balls Sunk

Sets Taken

### Shot Mode

Shot Point

Shot Strength



Next Ball to Hit



Shot Gauge

## Controls

### View Mode Controls

**Control Stick**

↔ to determine the direction.

**A Button**

Set shot direction and switch to shot mode.

**B Button**

Return camera position.

**C Stick**

Move camera.

**X Button**

Show ball number.

**Y Button**

Switch between 2-D top and 3-D views.

**START/PAUSE**

Display Pause menu.

### Shot Mode Controls

**Control Stick**

Change where the cue will strike the ball (English).

**A Button**

Shoot (stop gauge).

**B Button**

Return to View Mode.

**X Button**

Show ball number.

**Y Button**

Adjust shot strength.

**START/PAUSE**

Display Pause menu.



# Monkey Billiards



The Pause menu contains the “Continue game,” “Guide,” “How to play,” “Exit game” options. “Guide” controls whether or not a white line showing ball direction is displayed. See P.22 for more details on all other options.

## ● Making Shots

Move the Control Stick  $\leftrightarrow$  in the view mode to determine the direction of the shot. Press the A Button once you're satisfied with the shot direction to switch to Shot Mode.



Once in Shot Mode, the gauge that determines the strength of the shot will start moving, so hit the A Button with just the right timing to stop it. You can use the Y Button to switch between 2 levels of shot strength and the Control Stick to change the point on the ball you want to hit.



## ● Monkey Billiards Rules

Monkey Billiards is based on the same rules as the game “Nine Ball”: players take turns shooting balls into pockets in order, and the first player to shoot the 9 ball in wins.



When it is your turn, you hit your ball towards the lowest number ball on the table. If that ball is sunk, then you get to try for the next ball. If the ball does not fall in a pocket, your opponent gets a turn.



This order is repeated until the 9 ball is sunk. Whoever sinks the 9 ball wins. The following will result in a foul:

- \* Your ball hits any ball other than the lowest numbered ball on the table first.
- \* Your ball falls in a pocket.



If you foul, your opponent gets to place their ball anywhere on the table they wish.



# Monkey Billiards



## VS. Mode Play

Play a game of “Nine Ball” against the computer or another opponent.

### ● End of Game

The player who wins the most games within the determined number of sets wins, and the game is over.



## Tournament Mode Play

Play “Nine Ball” against 4 computer players in a row in a sudden death tournament!

### ● End of Game

The player who wins the most games within the determined number of sets wins, and moves on to play the next player.







# Mini-Games

## Monkey Bowling



### ● Mode Selection

Select between the following 2 modes.



#### Standard Mode

#### 1-4 Players

#### Alternating

Up to 4 players can play, alternating turns with each other. The winner is the player with the highest score after 10 frames are thrown.

#### Challenge Mode

#### 1 Player

You have one chance to throw and knock over all the pins.



## Before Starting the Game

Steps for starting the game are shown below. Use the A Button to input your selection, or the B Button to move one step back.

### Standard Mode

Number of Players



Character Select

#### Standard Mode

### ● Number of Players

Set the number of people who will be playing. Players take turns, so you only need 1 controller.

#### Standard Mode

### ● Character Select

Choose any character you like.

# Monkey Bowling



## Viewing the Screen

### Score



### Pins Left

## Controls

### Control Stick

↔ to move throwing position left and right.

### A Button

Set throw position, direction, and strength.

### B Button

Cancel throw position or direction.

### X Button

Show total scorecard.

### L/R Buttons

Put spin on ball.

### START/PAUSE

Display Pause menu.

The Pause menu contains the “Continue game,” “How to play,” and “Exit game” options. See P.22 for more details.

### ● Throwing the Ball

First, determine the position for throwing the ball. Move the Control Stick ↔ to change the position, then press the A Button to finalize.



Next, determine the direction to throw the ball in. The line showing the throwing direction will move automatically, so press the A Button with just the right timing.





# Monkey Bowling

Next, determine the strength for throwing the ball. The gauge starts moving automatically, so hit the A Button with just the right timing to stop the gauge and throw the ball.



You can add spin to the ball while the ball is still rolling before the Foul Line. The amount of spin is determined by how hard and how long the L and R Buttons are pressed.



## Standard Mode Play

Rules are the same as regular bowling rules. Throw 10 frames, and the player with the highest total score wins!



## Challenge Mode Play

Knock down all the pins in one throw. Sounds simple, but there are 10 different pin patterns! You get 12 tries to knock down as many as you can.

### ● Choosing Pin Patterns

Select the pattern of pins you want to throw for. You can't select patterns you have already cleared.



### ● End of Game and Name Entry

The game ends when you finish throwing all 12 balls. If your score is high enough to enter the rankings, you can enter your name.



# Mini-Games



## Monkey Golf

### ● Mode Selection

Select between the following 2 modes.

**Stroke Play**

**1-4 Players**

**Alternating**

Compete to get the lowest score on the whole course.

**Match Play**

**2 Players**

**Alternating**

You have one chance to hit the ball into the hole in fewer strokes than your opponent.



## Before Starting the Game

Steps for starting the game are shown on the right. Use the A Button to input your selection, or the B Button to move one step back.

**Number of Players**



**Character Select**



**Gameplay Settings**

### ● Number of Players

Set the number of people who will be playing. Players take turns, so you only need 1 controller.

### ● Character Select

Choose any character you like.

### ● Gameplay Settings

Select "Change Settings" to change various settings. When you are done making settings, select "Start Game" to begin play!





# Monkey Golf



# Monkey Golf



## Viewing the Screen

Stroke  
Number/Par

Map

Cup Distance

Gauge

Height  
Difference



## Controls

### Control Stick

**A Button**

**B Button**

**C Stick**

**X Button**

**Y Button**

**START/PAUSE**

Change the direction to hit the ball left and right.

Set shot direction / Make shot.

Change shot strength / Cancel

Switch to Camera Mode (P.39)

Switch to Camera Mode (P.39)

View score.

Display Pause menu.

The Pause menu contains the “Continue game,” “How to play,” and “Exit game” options. See P.22 for more details.

## Hitting the Ball

First, move the Control Stick  $\leftrightarrow$  to determine shot direction, then move the Control Stick  $\updownarrow$  or use the B Button to determine general rolling distance. Press the A Button when done.

The gauge which determines shot strength moves automatically, so press the A Button with just the right timing to stop it.



## Monkey Golf Rules

The goal is to hit the ball into the cup in as few shots as possible.

If the ball lands outside the course, it is out of bounds and your number of shots is increased by 1. If you still can't land the ball in the hole after 9 tries, you automatically give up the hole.



## Camera Mode

Before you hit the ball, press the X Button or move the C Stick to display the grid, which shows the layout of the entire hole.



The crucial aspect of Camera Mode is the camera perspective. You can move the camera perspective about freely with the C Stick, and use it to measure distance and adjust the direction you're facing accurately.



## Camera Mode Controls

**Control Stick**

**A Button**

**B Button**

**C Stick**

**X Button**

**Y Button**

**START/PAUSE**

Move  $\updownarrow$  to move camera back and forth, and  $\leftrightarrow$  to move camera left and right.

Move in direction of camera perspective and return to Putt Mode.

Return to Putt Mode without changing direction.

Move camera perspective.

Lower camera position.

Raise camera position.

Display Pause menu



# Monkey Golf



## Stroke Play

Play all the holes on the course and try to get the lowest score!

You can aim for a spot on the rankings if you play 18 holes.

### ● End of Game and Name Entry

The game is over when you complete the number of holes you set before the game. If you play 18 holes and your score is good enough to enter the rankings, you can enter your name.



## Match Play

The player who sinks their ball into the hole in the lowest number of shots wins the hole.

The player that wins the most holes wins the game!

### ● End of Game

The game is over when the difference in scores between the winning and losing player becomes so great that the losing player cannot catch up.



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